

Sub a 17  
A S

30 A system and method for wireless validation of gaming vouchers output from electronic gaming machines includes a number of electronic gaming machines physically connected to a centralized computer which receives and stores game transaction information, including records of printed vouchers and pay-out amounts relating thereto. Voucher records are stored by the centralized computer in a voucher database. When a player desires to cash-out a voucher, the voucher information is entered by an attendant in a wireless, portable computer device, and the information is relayed to a remote wireless interface connected to the centralized computer, which invokes a verification application program. The verification application program verifies that the voucher is valid and not paid out by checking the voucher database. It then updates the voucher record to indicate that the voucher has been paid, reads out the pay-out amount for the voucher, and transmits the pay-out amount to the wireless, portable computer device, where it is displayed. If a voucher is not valid or already paid out, a denial message is transmitted to the wireless, portable computer device. The system may include a primary network and a secondary network with redundant, cross-referenced voucher databases, and one of the two networks may be responsible for managing the wireless voucher requests.